RFYC Club Race Officer

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Race Officer Duty - Preparation

 Race-day minus 5
 - Re-read Racing Rules -
   - Part 3
   - Racing Signals

 - Re-read Club Sailing Instructions

 Race-day minus 1
 - Check weather forecasts - get a picture of what is happening, fronts etc

 - If bad weather is predicted then speak to Sailing Secretary for guidance
Before the Start

- Start minus 1.5 hours
  - Arrive at club with latest forecast
  - Note wind direction and strength at club
  - From forecast and current observation predict wind strength and direction at start-time
  - If too strong / too light prepare to postpone on shore
  - Accept and decide on any white-sail requests
Before the Start

- On Royal Forth
  - Prepare flags on halyards
  - Prepare recording sheets and pens / pencils
  - Check sound signals work
  - Check VHF radio is on
  - Check clock is working
  - Allocate Roles
  - Head out to starting area
  - Select an appropriate course for the wind strength/ direction
  - Display the course number
  - For Fleet racing, decide on start sequence
  - Lay the start line
  - Decide whether to postpone

- Race Officer - responsible for decision-making and safety
- Deputy (Assistant) Race Officer
- Timekeeper
- Visual signals
- Sound signals
- Recorder
Postponement signals

- Rule 27.3
  “Before the starting signal, the race committee may for any reason *postpone* (display flag AP, AP over H, or AP over A, with two sounds) or *abandon* the race (display flag N over H, or N over A, with three sounds).”

- Postpone for an indeterminate time
- Postpone for a definite time
- Postpone and go ashore
- Postpone to another day
Starting signals

- All-classes start
- Fleet starts – combined start
- Fleet starts – separate starts
- Individual recall
- General recall
After the Start

To remain in control of the race, the Race Officer must regularly monitor:

- **Safety**
  - Monitor weather conditions
  - Any boats in need of assistance?

- **Time to go**
  - Calculate the approximate finishing time for the first and last boat
  - Compare this time with the time limit, and preparing to shorten course or abandon as necessary (See rule 32)

- **Recording**
  - Ensure that recorders have positions of each boat at end of each round
  - Keep track of first and last boat in each fleet

- **Prepare for finish**
  - Move Royal Forth to finish mark (or shorten course mark)
  - Lay finish line
Shorten or Abandon? – Rule 32

32 SHORTENING OR ABANDONING AFTER THE START

32.1 “After the starting signal, the race committee may shorten the course (display flag S with two sounds) or abandon the race (display flag N, N over H, or N over A, with three sounds),
(a) because of foul weather,
(b) because of insufficient wind making it unlikely that any boat will finish within the time limit,
(c) because a mark is missing or out of position, or
(d) for any other reason directly affecting the safety or fairness of the competition.

In addition, the race committee may shorten the course so that other scheduled races can be sailed, or abandon the race because of an error in the starting procedure. However, after one boat has sailed the course and finished within the time limit, if any, the race committee shall not abandon the race without considering the consequences for all boats in the race or series.”
Shorten or Abandon? – Rule 32

32 SHORTENING OR ABANDONING AFTER THE START

32.2 “If the race committee signals a shortened course (displays flag S with two sounds), the finishing line shall be,
(a) at a rounding mark, between the mark and a staff displaying flag S;
(b) a line the course requires boats to cross; or
(c) at a gate, between the gate marks.
The shortened course shall be signalled before the first boat crosses the finishing line.”
Shorten course or abandonment signals

- Shorten for all-classes
- Shorten for selected classes
- Abandon and re-sail
- Abandon and go ashore